
Title: Encyclopedia Umbratica

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Dedication:

In honor of Umbra's
Decade of Darkness
Anniversary this book is
dedicated to the people
and the lands of Umbra.
Blessed is the darkness....

A-ab'Arawn, the ruling
family of Umbra, headed
by the Matriarch Ceinwyn,
and followed by the War
master Myrddin.

B- Bedlam, the Academy
of Necromancy in Umbra.
An asylum for the dead,
where powerful
necromancers toil their
trade.

C-Cryomancy, one of the
primary skills of the
Matriarch Ceinwyn, and
the loyal Warlord Merc
d'Rue. An Icy brand of
magic, this ability
incorporates the powers
of cold manipulation.

D- Den of Sin, One of
the more luxurious
taverns in Umbra this
popular local is open to
all types. The local
haunt..

E-Evil, a perspective in
which an entity is
believed to be a source
of harm or ill-will. A less
than objective view of
Umbra held by many
ruling bodies of northern
malas.

F- Ferryman - Chylloth
is the keeper of the
riverboat deep within
Doom. For the price of
one gold skull, unlucky
participants may traverse
the river to the deadly

Gauntlet.

G-Gravewater lake, if you ever wonder why the edges of our void are scattered with bones, search our history books for the beginning of Umbra and what brought such to the lands....

H- High-water, the name of the original ship which brought the Grimmswind brothers to these lands.

Mordin, the founding father of Umbra and Necromancy, and his brother Greyn.

I- Inferiority, the belief that those who can not withstand the rigors of living, training or working in Umbra, are not of the same level. Umbra firmly stands on *only the strong survive* The weak believed to be a weakness to our system as a whole and are often enslaved into the realm of Undeath in order to become a productive member of society.

Illness thusly nonexistent.

J-Jail House, holding cells that are seldom used longer than a few hours time. Death is usually granted to those that oppose us. No skeletons are to be found with in these chambers.

K-Kindred, the common term used between Vampires to identify their singularity amongst each other. Vampires are a very common occurrence in Umbra.

L-Lycanthrope, a growing breed of Umbran citizens, added to the very diverse culture of vampire, drow, human and undead is this new pack of Lycanthropes. The current pack in Umbra is very unique, and should not be confused with the common werewolf

variety.

M-Matriarchy, The current governing body of Umbra. Arch Matriarch Ceinwyn.

N-Nightmare, One of the primary animals of Umbra, this creature has its own holiday earmarked each year by the Nightmare day hunt and feast. The partaking of Nightmare flesh has been known to cause hallucinations of the nightmare type origin.

O-Oblivion – A religion previously worshipped by the former rulers of Umbra, banished with the rise of the Matriarch and her followers.

P- Pyromancy, a School of Magical Devotion wielded by the Sage master of Umbra.

Wielding stored energy, it utilizes fire and heat to destroy and create.

Q-Questions

not allowed

R- Ritual, A series of acts performed in a specific order. In Umbra such ceremonies include blood and sacrifices to gain knowledge or power.

S-Sepulcher, one of the most important and hallowed halls of our land. This building holds many magical secrets and protections.

T-Twilight- The constant state of darkness that forever envelopes Umbra, the city that has no sun.

U-Umbra, the name of our homeland, it is also defined as...the darkest part of a shadow. From within the umbra, the source of light is completely hidden by the occulting body.

V-Void, this inky black mass of nothing replaces

the waters that most
lands have running thru
them. Careful it is
entirely unknown whether
one can return from
such...

W-W.I.T. Warriors in
training. Each breeding
couple in Umbra must
dedicate one child to the
umbran military at which
point they are trained in
our special W.I.T program,
headed up by the
Warlord, Willow Smythe.

X-Xenolith, a popular
concept that our people,
beliefs and customs, are
hard to accept and
peculiar to outsiders.

Y-Years, The current
government of Umbra
darkening doorsteps thru
the years celebrates a
decade of prosperity upon
these lands.

Z- Zealot, Someone
given to blind, fanatical
devotion to a person,
body, or idea. Umbra
holds no tolerance for
Zealots of Virtue.

Afterword:

The Umbran Oath:

Bring us your light, we
will extinguish it.

Show us your dreams, we
will turn them into
nightmares.

Bring us your hopes, we
will crush them.

Bring us your masses, we
will eradicate them.

But leave us alone, we
will grow and rise to
conquer the world.

The choices are yours, we
accommodate all.

Only the outcome is the

same, Death.

Blessed is the Darkness.